



Joint Terminal Attack Controller (Atomic Games)

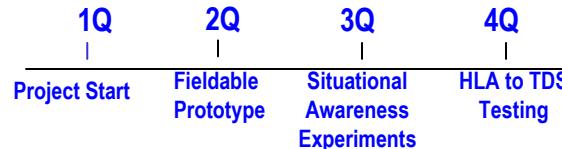


Project Objective

Determine how to provide cognitive skills training for selected Ground Combat Arms officers and enlisted Marines as JTACs using Joint Tactics, Techniques, and Procedures (TTPs) for Close Air Support (CAS) in a deployed environment.



Key Milestones



Phase 1 (Oct-Mar): Fieldable Prototype

- Detailed Design Document
- Critical Design Review
- Fieldable Prototype Delivery

Phase 2 (Apr-Sep): Report on deployable visualization approach to tactical air control situational awareness

- Inset Testing
- Dual Screen Testing
- HMD Testing
- Projector Testing
- HLA to TDS Testing

Technical Challenges:

- Cognitive skills required for Combined Arms training in a deployed environment
- Application of commercial gaming technology to investigate the ability to train cognitive skills for Combined Arms in a deployed environment
- Investigation of commercial Augmented Reality, Immersive Environment, and Voice Recognition technologies to aid Situational Awareness in a deployed training environment
- Investigation of HLA (Flight Simulator) to Gaming Engine (JTAC TDS) Interoperability

Technical Accomplishments:

- Determination of optimal visualization approach
- Demonstration of feasibility of Flight Simulator to JTAC TDS interoperability